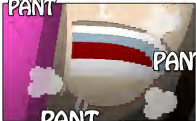


PANT



PANT

PANT





GUARDIANS OF THE VIDEO GAME

STAGE 76 - THE SON OF THE GREAT MAIN FAMILY



HEY~
WHAT'S WRONG~?

YOU WON'T
KEEP UP AT THAT
PACE—

DU

N

PUT YOUR
BACK INTO IT,
OKAY?!

Y-YES SIR!!



WOBBLE WOBBLE

AND YOUR
NAME WAS... WHAT?
PATCH?

CLINK

YOU'RE
HER BOSS,
RIGHT?



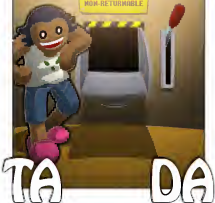
I'LL
TREAT YOU
WITH MORE RESPECT
THEN~!



CREAK

THIS
IS THE WOOD
SLIDE

CAUTION
NON-RETURNABLE



IF WE
PUT THE BLOCK
YOUR SUBORDINATE
BROUGHT OVER
HERE...

THUD

A close-up illustration of a hand slapping a light-colored, textured surface. The hand is positioned vertically, with the palm facing the surface. The impact is shown with motion lines and a large, bold sound effect.



HHHHHHHHH...

TREMBLE TREMBLE



HURRRRRROOOO

TREMBLE TREMBLE

GY AAAAAAH!!!

FLINCH

LI

FT

ARGH, SO HEAVY!!

THUD



IF YOU_
HA_PUT IT HERE_
HA_

UTION
NON-RETURNABLE

THUNK THUNK THUNK





THE WOOD
IS PLACED INTO
THE NEXT ROW...

OHHHH~!!

TA

DA

CLI

AND IF
THE BATCH ENDED,
OR THERE'S NO
MORE WOOD...



CRANK

CRANK



WE
PULL THIS
LEVER...!

KIRK

AND THROW IT!!



WOO SH







...THEN THE
GAME STARTS.



AND THEN,
WELL...



THAT'S
UP TO THE
MAIN CHARACTER,
ISNT IT..?

CLINK

I SEE...

CLINK

CLINK

OOOOOOH~~!



TAP TAP TAP TAP

THANK YOU
FOR YOUR GUIDANCE,
THEN WE'LL BE CONTINUING
YOUR WORK.

BOW

Y-YEAH!
BE CAREFUL!

THIS MIGHT
BE A LITTLE
EMBARRASSING.
BUT...



YOU'RE
AS AMAZING
AS THEY SAY.



BEING
ABLE TO MOVE
THESE HEAVY BLOCKS.
ALL THIS THAT IT'S
SUPPOSED TO BE DONE
MANUALLY...



IT LOOKS
LIKE A DIFFICULT
TASK EVEN WITH
TWO OF US...

**BUT THE
FACT THAT YOU
DID IT ON YOUR OWN
IS AMAZING.**



UH...
AHEM! IT'S
NOTHING...!

I-IT'S NOT
LIKE I'M NEW TO
THIS WORK!!

THIS IS
NOTHING...



...AT ALL





THIS
WILL BE ENOUGH
FOR THE FIRST STAGE,
RIGHT..?

PANT

PANT

PANT

TA

DA

HM,
LISTEN UP
WHILE YOU REST,
I'LL BRIEF YOU ON
THE PLAN.

?

RUSTLE



TIGHTNESS
CAN BE LEARNED
EASILY BY ANYONE.
BUT...

CLINK



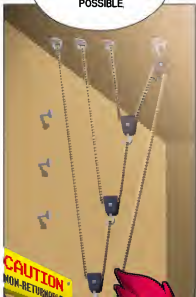
BECAUSE
OF OUR CURRENT
PREDICAMENT,
I'LL KEEP THIS
SHORT.

FROM
NOW ON...





WE'LL USE
THESE ROPES AND
PULLEYS TO MAKE THIS
AS AUTOMATED AS
POSSIBLE





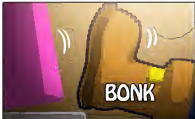
DUN — DUN

AND
THE HERO'S
CONTROLS...

SLIDE

WILL HAVE
A WALKTHROUGH
STUCK ON IT SO HE
CAN CLEAR IT
EASILY.





TIGHTNESS
HAS TEN STAGES
IN TOTAL...



THUD THUD THUD

JUST
HOLD ON FOR
TEN STAGES.

CLI

NK



PO OF

ONCE THE
GAME FINISHES.
WE'LL ESCORT THE HERO
OUT IMMEDIATELY.

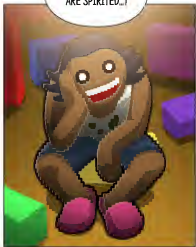


HEH.

HEHE.



THE
GUARDIANS SURE
ARE SPIRITED...!



...IS
SOMETHING
WRONG...?

AH, NO,
NOT HERE!
IT'S A GOOD IDEA!
TRY IT!

YOU WON'T
KNOW UNTIL YOU
TRY IT.



CRACKLE



YOU WON'T
KNOW UNTIL YOU'VE
FALLEN TO IT...







LINE Webtoon